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ENTERTAINMENT • SOFTWARE

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SLOT VIEW Shift F1	CHASE PLANE Shift F2
SIDE VIEW Shift F3	MISSILE VIEW Shift F4
TACTI VIEW Shift F5	INVRS TACTI Shift F6
RESET WAY PT Shift F8	
EJECT Shift F10	

COCKPIT F1	HUD MODES F2
MAPS F3	DAY/NIGHT HUD F4
WEAPON F5	FLIR ON/OFF F6
SELECT WAY PT F7	CHANGE WAY PT F8
ILS F9	ORDERS F10

PUNCH OUT
for PC/XT/AT
overlay *ONLY.*

F-117A™

IBM® PC/XT/AT

Keyboard Overlay

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Defenses

FLARE 1	CHAFF 2	IR JAMMER 3	ECM 4	DECOY 5

Toggles

GEAR 6	AUTO PILOT 7	BAY DOORS 8	FLAPS 9	BRAKES 0

Throttle

NO PWR Shift _	MAX PWR Shift +
DECREASE -	INCREASE =

FIRE CANNON ← or Joystick Button #1

Cut here with scissors for PC/XT/AT overlay *ONLY.*

PUNCH OUT

Z	X	C	V	B	N	M	<	>	?
ZOOM	UNZOOM	VIEW ANGLE	DE-CLUTTER 000	SELECT TARGET	DESIGNATE NEW TARG	CAM LEFT	CAM RIGHT	CAM REAR	CAM AHEAD
Shift Z ACCEL TIME	Shift X NORM TIME					Shift M VIEW LEFT	Shift <, VIEW RIGHT	Shift >. VIEW REAR	Shift ?/ VIEW AHEAD

Space Bar — SELECT WEAPON — Space Bar

Cut here with scissors for PC/XT/AT overlay *ONLY.*

Return FIRE WEAPON
or Joystick Button #2

Ins STICK MOVEMENT

CHANGE WAYPOINTS

Shift

7 Home	8 ↑	9 LAST POINT Pg Up
4 ←	5	6 →
1 End	2 ↓	3 NEXT POINT Pg Dn

KEYBOARD CONTROL STICK
Double-Press for Maximum Movement

7 Home	8 ↑	9 Pg Up
4 ←	5 Centered	6 →
1 End	2 ↓	3 Pg Dn

Alt B	Alt D	Alt S	Alt P	Alt Q	Alt N	Alt R	Alt V
"BOSS" HIDE GAME	DETAIL ADJUST	JOYSTICK	PAUSE	QUIT	DAY/NIGHT (TRAINING ONLY)	RESUPPLY (TRAINING ONLY)	VOLUME ADJUST

F-117A™

IBM® 101 Key (PS/2)

Keyboard Overlay

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CHANGE WAYPOINTS

Shift

7 Home	8 ↑	9 LAST POINT Pg Up
4 ←	5	6 →
1 End	2 ↓	3 NEXT POINT Pg Dn

Works without shift if joystick in use

KEYBOARD CONTROL STICK
Double-Press for Maximum Movement

7 Home	8 ↑	9 Pg Up
4 ←	5 Centered	6 →
1 End	2 ↓	3 Pg Dn

Ins

Adjusts stick movement

Alt B — "BOSS" HIDE GAME	Alt D — DETAIL ADJUST	Alt P — PAUSE
Alt Q — QUIT	Alt S — JOYSTICK	Alt V — VOLUME ADJUST
Alt N — DAY/NIGHT (TRAINING ONLY)	Alt R — RESUPPLY (TRAINING ONLY)	

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SLOT VIEW Shift F1 | CHASE PLANE Shift F2 | SIDE VIEW Shift F3 | MISSILE VIEW Shift F4

COCKPIT F1 | HUD MODES F2 | MAPS F3 | DAY/NIGHT HUD F4

TACTI VIEW Shift F5 | INVRS TACTI Shift F6 | RESET WAY PT Shift F8 | EJECT Shift F10

WEAPON F5 | FLIR ON/OFF F6 | SELECT WAY PT F7 | CHANGE WAY PT F8 | ILS F9 | ORDERS F10

Defenses

FLARE 1 | CHAFF 2 | IR JAMMER 3 | ECM 4 | DECOY 5

Toggles

GEAR 6 | AUTO PILOT 7 | BAY DOORS 8 | FLAPS 9 | BRAKES 0

Throttle: NO PWR Shift _ | MAX PWR Shift + | DECR - | INCR =

or Joystick Button #1 — FIRE CANNON

PUNCH OUT

Z ZOOM | X UNZOOM | C VIEW ANGLE | V DECLUTTER | B SELECT TARGET | N DESIGNATE NEW TARGET

M CAM LEFT | < CAM RIGHT | > CAM REAR | ? CAM AHEAD — Tracking Camera

Shift M VIEW LEFT | Shift < VIEW RIGHT | Shift > VIEW REAR | Shift ? VIEW AHEAD

Shift Z ACCEL TIME | Shift X NORM TIME

Space Bar — SELECT WEAPON — Space Bar

Return FIRE WEAPON or Joystick Button #2

Ins CONTROL STICK MOVEMENT

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